

Swarup Srinivasan

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EDUCATION

University of Toronto, Honors Bachelor of Science

Sep 2018 – Dec 2021 (Expected)

Computer Science Co-op, Entrepreneurship Stream, 4th year

CGPA: **3.81** / 4.0 – Dean's List of Academic Excellence

Teaching Assistant: Intro to Software Engineering (CSCC01), Operating Systems (CSCC69)

World topper of Computer Science, Cambridge International A levels

SKILLS

- **Languages:** Python, Java, C++, C, HTML, CSS, JavaScript, WebAssembly, SQL
- **Frameworks:** React, React Native, Flutter, Spring Boot, Pandas, Spark, TensorFlow, Keras, scikit-learn
- **Concepts:** REST APIs, Multithreading, Agile methods (SCRUM, Test Driven Development), CI/CD
- **Tools:** Git, Jira, Microsoft Azure Cloud, Figma

EXPERIENCE

Amazon – Incoming Software Development Engineer Intern

May 2021 – Aug 2021

BlackBerry – Software Developer Intern

Sep 2020 – Dec 2020

- Developed a tool using WebAssembly to compile and execute a large analysis engine in-browser efficiently
- Debugged and fixed critical issues in multithreaded threat analysis engine used by **10+** applications using C#
- Increased efficiency of a vehicle simulation dashboard by **50%** by using sensor data, and revamping the UI/UX
- Built a data conversion tool using Apache Thrift RPC framework in Python to implement client-server networking

University of Toronto – Machine Learning Engineer Intern

Jan 2020 – Apr 2020

- Led development of tool to predict job salaries with **86%** accuracy by using natural language processing to build machine learning models with TensorFlow, Python on Azure Cloud distributed systems
- Reduced REST API deployment time by **67%** by optimizing pipeline using Docker and Kubernetes
- Presented report interface built with HTML, CSS, JavaScript to team of **7** non-technical HR managers
- Decreased MySQL query time by **15 minutes** by creating module to automate query generation

Google Developer Student Club – Software Developer

Jan 2020 – Jun 2020

- Increased essential resource accessibility by **10%**, by creating a cross-platform mobile app in a team of 4 using Flutter to provide offline access to resources such as local food banks and homeless shelters, with SMS ([GitHub](#))

PROJECTS

Virtual Queue Manager – ([Website](#), [GitHub](#))

Jun 2020 – Present

- Website to manage store queues with store searching and analytics, real-time queue monitoring, QR validation
- Technology: MongoDB, Express, React, Node.js, Google Maps API

Escape Room Game – ([GitHub](#))

Jun 2020 – Present

- Escape room puzzle game with a ray-casting 'grabbing' system for players to move objects and escape the room
- Technology: C++, Unreal Engine

Style Matcher – ([GitHub](#))

Feb 2020 – Feb 2020

- Website that suggests clothing by 'matching' user wardrobe to catalog which reduces shopping time by 90%
- Technology: React, Python, Flask, Google Computer Vision API, Figma

Spotify API Clone – ([GitHub](#))

Feb 2020 – Feb 2020

- REST API for a music player created using microservices to friend/follow users, like songs, create playlists, etc.
- Technology: Java, Spring Boot, MongoDB, Neo4j

Secure File Transfer System – ([GitHub](#))

May 2019 – Aug 2019

- System for secure file transfer from server to clients. Handles concurrent requests with 0% degradation in speed
- Technology: C, sockets, I/O multiplexing, UNIX